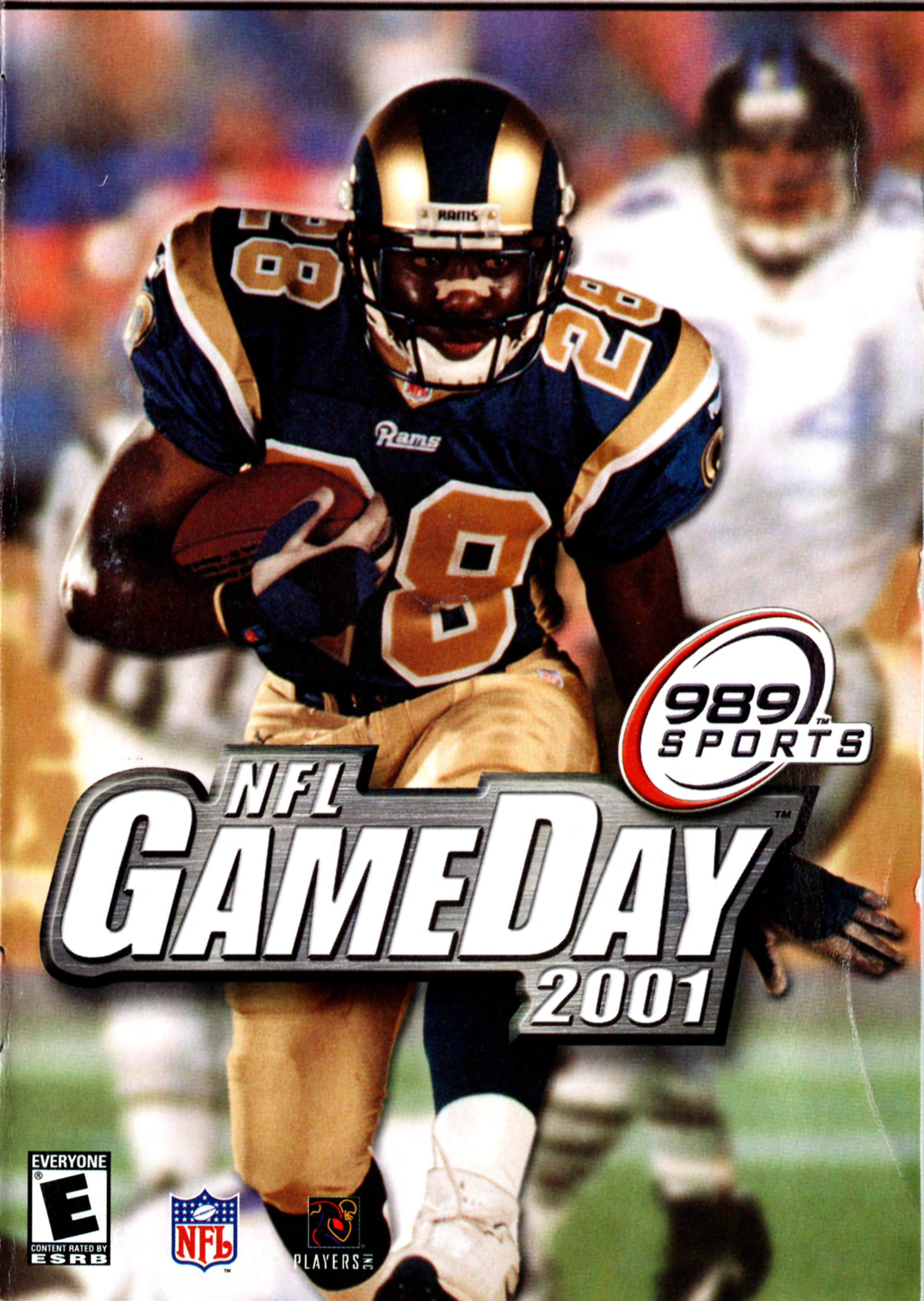
PLAYBOOK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NFL GAMEDAY 2001
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NFL GAMEDAY 2001

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NFL GAMEDAY™ 2001 TIPS AND HINTS

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US	**1-900-933-SONY (1-900-933-7669)** $0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge
Within Canada:	**1-900-451-5757** $1.50/min. auto hints

For US callers, game counselors are available 8AM–5PM PST, Monday–Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Friday, 7AM–6PM PST.

PlayStation 2 Online **www.scea.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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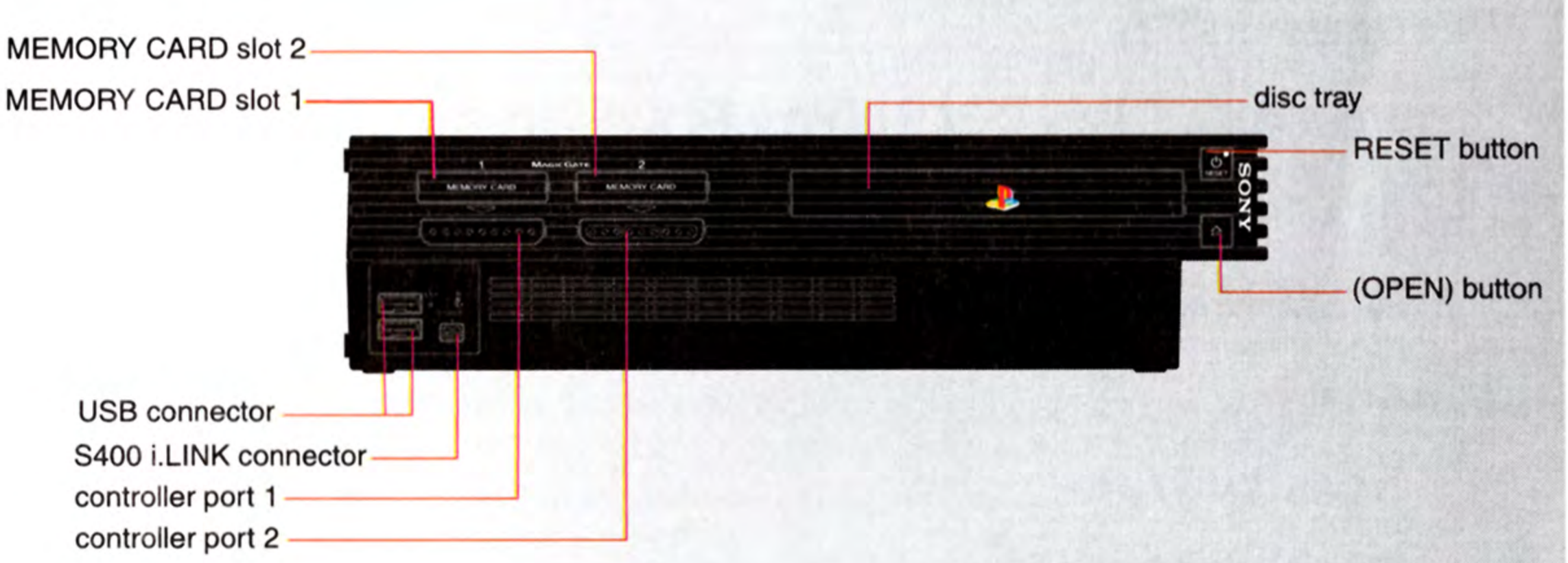
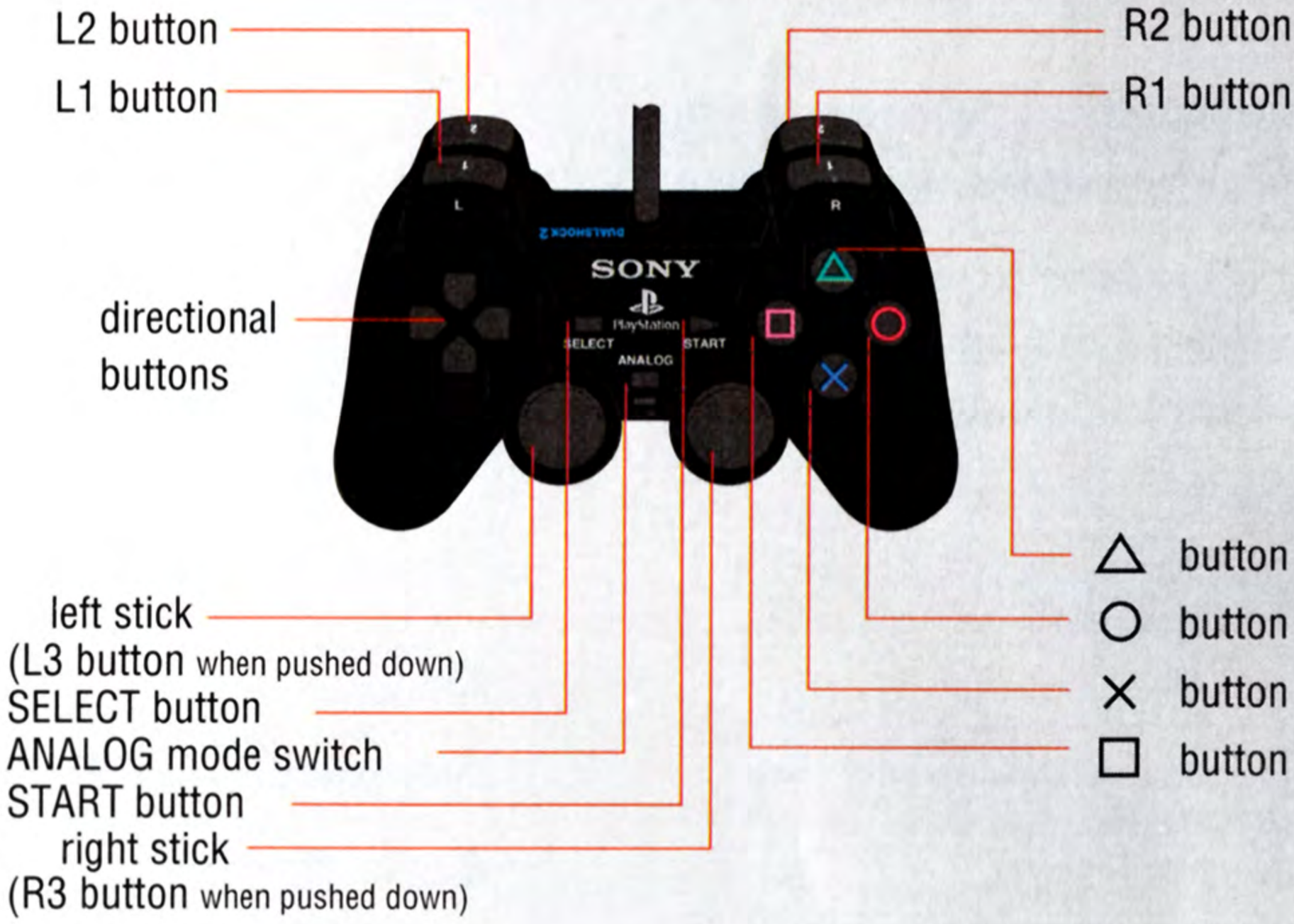
PlayStation 2 Setup



Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NFL GameDay 2001 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 analog controller Diagram



SAVING DATA

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. NFL GameDay 2001 saves user-defined options and all data for Seasons, Playoffs, Roster Changes and Created Players. 108KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save game data, 303KB are needed for General Manager data, and 108KB of memory is needed to save game options, user records and Playbooks. If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all NFL GameDay 2001 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB) (for PlayStation 2)* on page 15 for more information.

NFL GameDay 2001

GAME CONTROLS

QUICK START CONTROLS

NFL GameDay 2001's Quick Start Controls provide you with a few basic controls that enable you to jump right into the game action without having to learn advanced control combinations.

OFFENSE

Snap ball	⊗
Bring passing icons up after snap	Directional Buttons + ⊗
Throw to a receiver	⊗, □, △, or ○
Catch	△
Spin move	○
Speed burst	⊗

KICKING/PUNTING

Bring up and activate kick meter. Tap ⊗ again to stop kick meter. The higher the bar on the meter, the stronger the kick.	⊗
Change the direction	Left/Right Directional Buttons

DEFENSE

Tackle / Dive	▢
Switch to defender closest to the ball	○
Jump / Deflection / Interception	△
Speed burst	✕
Swim move Left or Right	L1 or R1
Forearm shiver (bump a receiver at the line of scrimmage)	R2

OFFENSE

BEFORE THE SNAP

Audible	▢
Bring camera back to preread wide receivers	L1 or R1
Send wide receivers in motion if the play is designated with a player in motion	Left/Right Directional Buttons
Pause	START

RUNNING

Speed burst	✕
Dive	▢
Spin move	○
Hurdle	△
Stiff arm	L1 or R1
Juke	R2

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RECEIVING

Jump / Catch	△
One-handed catch	L2 + △
Dive for pass	□

PASSING

Brings up receiver icons after snap	Directional Buttons + ✕
Throw to a receiver	✕, □, △, or ○

DEFENSE

BEFORE THE SNAP

Switch man	○
Switch to previous man	L2 + ○
Move Player	Directional Buttons
Audible	□

AFTER THE SNAP

Speed burst	⊗
Switch to defender closest to the ball	○
Wrap tackle / Dive	□
Jump / Deflection / Interception	△

ADVANCED OFFENSE

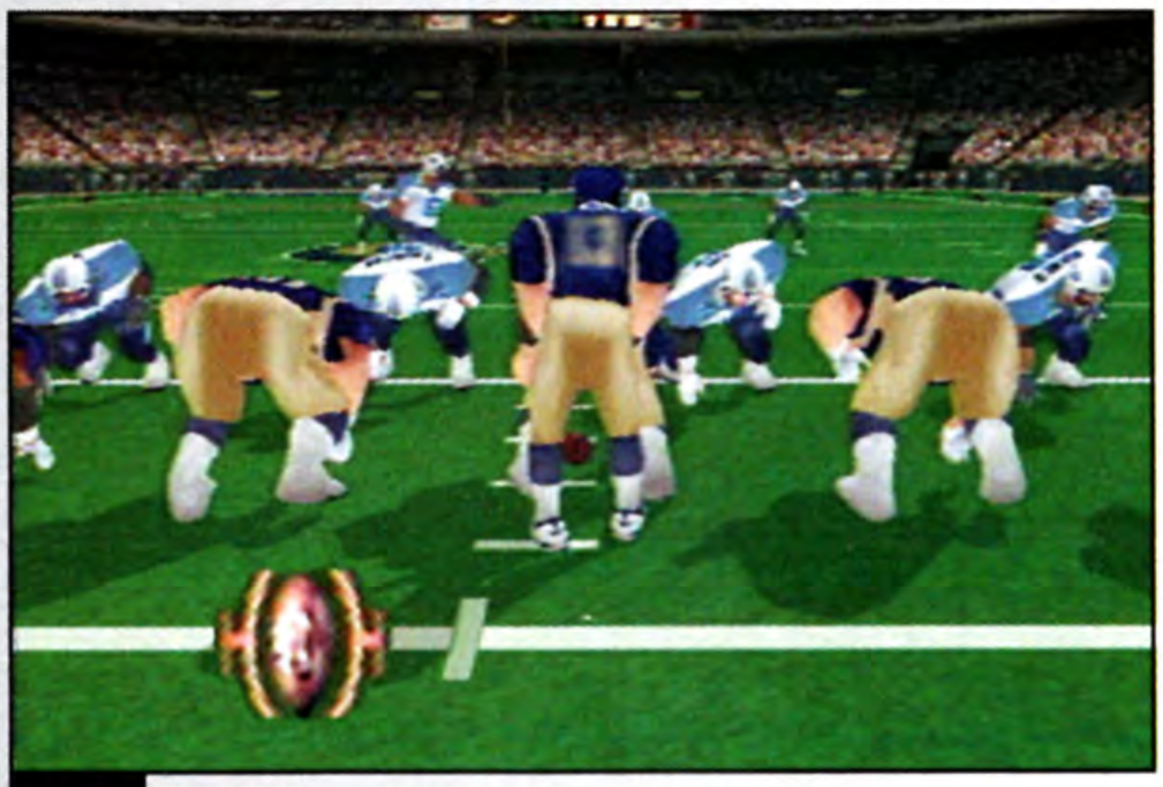
Dive over pile	L2 + □
Shoulder Charge	L2 + ⊗
High Step	L2 + △
Double Spin	L2 + ○
Pitch ball	L2 + R2

TOTAL CONTROL PASSING

Activate Total Control Passing (before snap)	L2
Throw the ball out of bounds (after receiver icons are up)	L1 or R1
No-huddle-offense (after whistle is blown)	L2 + SELECT
Overthrow / Underthrow receiver	Up/Down Directional Buttons + receiver icons
Lead receiver	Left/Right Directional Buttons + receiver icons
Lob pass	Tap receiver icon
Bullet pass	Hold receiver icon
Pump fake (after receiver icons are up)	R2 + receiver icon

TOTAL CONTROL PASSING

To activate Total Control Passing, press L2 before the snap. This will allow you to operate as a real quarterback. Lead, underthrow or overthrow a receiver in any direction based on defensive coverages.



ADVANCED DEFENSE

High tackle	L2 + ▢
Shoulder charge to jar the ball loose	L2 + ✕
Switch to deepest defender in coverage	L2 + ○
One-handed deflection / interception	L2 + △
Switch defensive line position	L2 + Left/Right Directional Buttons

CONTROL STYLE

Arcade mode provides faster gameplay with exaggerated special moves while Simulation mode lets you control all aspects of the game with ultra-realistic gameplay.

MULTI-PLAYER COMPETITION

Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to four users (eight players total) can play on each team.

NOTE: When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

PREGAME SETUP

MENU NAVIGATION

From each menu, use the Up/Down Directional Buttons to highlight the menu options and Left/Right Directional Buttons to cycle through the available options. Press ⊗ to bring up the next menu and △ to cancel and return to a previous menu. Notice the on-screen Help that runs across the setup screens to guide you through the setup process.

MODE

Before selecting a mode for your game, which will move you to the next setup screen, customize your game and the play on the field by altering the following game options.

NOTE: To move to the Team Select screen for a mode, highlight the mode selection and press ⊗.

LEVEL

Four different player levels give you the opportunity to play a game at your skill level. To prepare yourself for the challenge of playing at the All-Pro or Hall of Fame levels, first master the Rookie and Veteran levels.

STYLE

Set up the style of your game by choosing Simulation for ultra-realistic gameplay or Arcade for faster gameplay with exaggerated special moves.

NOTE: Advanced game controls can be used in Simulation and Arcade mode.

CLOCK

Set the length of the game by choosing the number of minutes to play per quarter. There are four quarters played during regulation plus an Overtime period if necessary.

OPTIONS

Use the following options to set the game attributes.

LEVEL

Choose the difficulty level of gameplay.

MIN QUARTER

Choose the length in minutes of each quarter of play.

MUSIC

Keep Music ON to hear the front-end and in-game music.

ANNOUNCER

Keep Announcer ON to hear the play-by-play and color-commentary announcers of the game.

PENALTIES

Adjust the frequency of penalties called during the game. A setting of LOW will limit this from happening as a HIGH setting will bring about just that, a high number of penalty calls.

INJURIES

Player Injuries can turn the course of the game. With player Injuries ON, a team can lose its best player for not only the game, but for an extended period of time. Keep Injuries OFF to prevent player injuries from occurring.

GAME SPEED

Use Game Speed to set the pace of the game. The higher the setting, the faster the game speed.

MUSIC VOLUME

Adjust the volume of the front-end and in-game music. The higher the setting, the louder the volume.

CAMERA OPTIONS

Choose one of the camera angles from which you will view the playing field. The Quarterback Cam brings you right under the Center. The GameDay Cam is a mid-range view of the field. The Multi-Player Cam is best suited when using a Multitap, allowing you to see the whole field. The Classic Cam is the game's default view.

CPU RUNNING

CPU Running allows you to set the CPU's offensive running ability. The higher the setting, the better the CPU's ability to run the ball against you.

CPU RUN DEFENSE

CPU Run Defense allows you to set the CPU's ability to stop the run on defense. The higher the setting, the easier it will be for the CPU to stop your running attack.

CPU PASSING

CPU Passing allows you to set the CPU's offensive passing attack ability. The higher the setting, the better the CPU's ability to pass the ball against you.

CPU PASS DEFENSE

CPU Pass Defense allows you to set the CPU's ability to stop the passing game. The higher the setting, the easier it will be for the CPU to stop your passing attack.

CPU IQ

CPU IQ allows you to set the CPU's intelligence. The higher the setting, the smarter the CPU's team will play on the field.

PLAYER SIZE

Player Size gives you a chance to have some fun with the size of the players that will appear on the field. The higher the setting, the bigger the players.

CLOCK SPEED

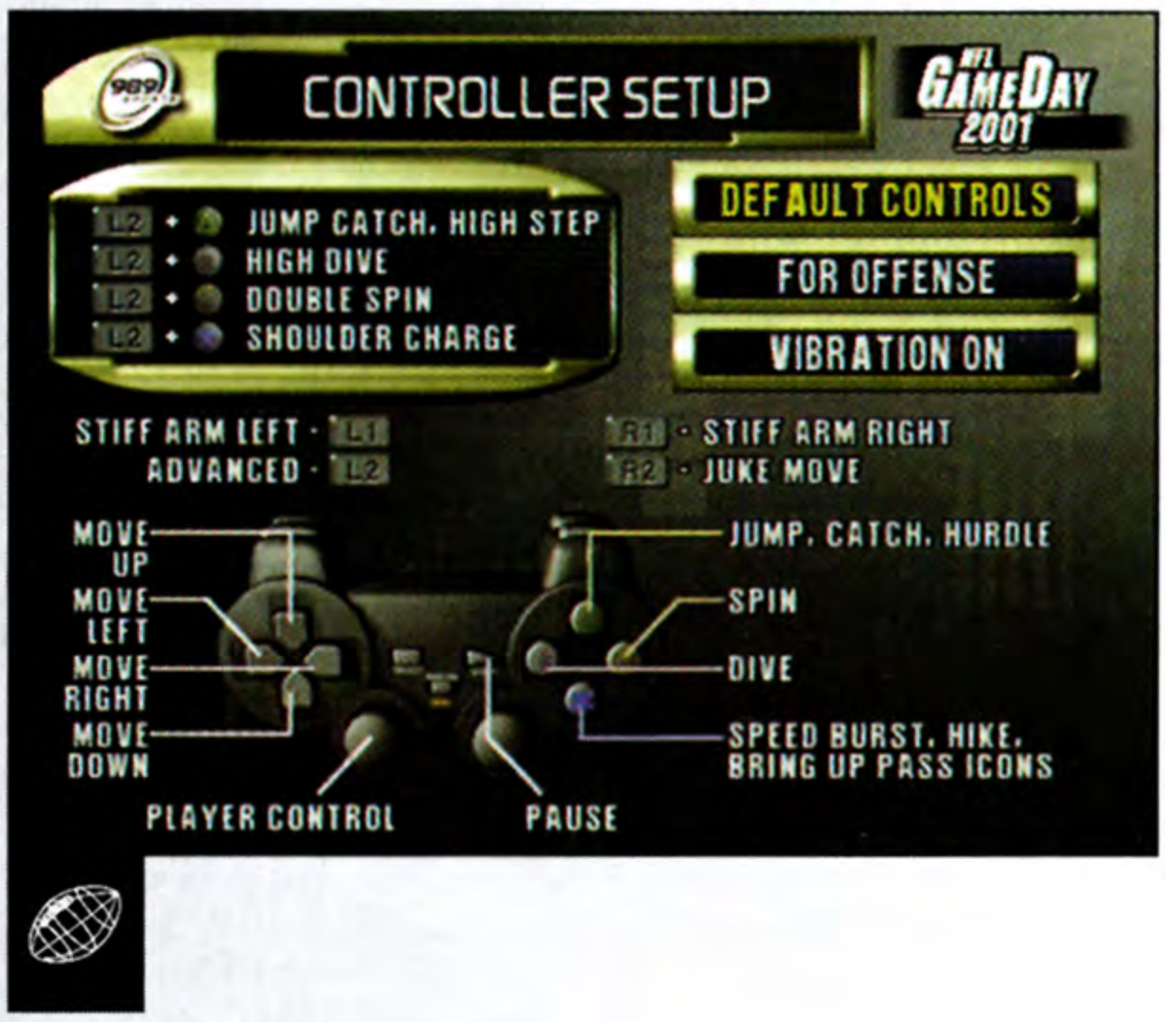
Clock Speed allows you to set the pace of the game clock. The higher the setting, the faster the clock will move, shortening the time it takes to play the game.

ANNOUNCER VOLUME

Adjust the volume of the play-by-play and color commentary announcers. The higher the setting, the louder the Announcer Volume.

CONTROLLER

Use this option to set the configuration of the controller for offense and defense. Hold L2 after selecting a controller configuration to view controller functions for Total Control mode.



Press the Down Directional Button to select the FOR OFFENSE option and then press the Left/Right Directional Buttons to choose FOR OFFENSE or FOR DEFENSE.

Press the Up/Down Directional Buttons to the control option and then press the Left/Right Directional Buttons to select a controller setup. Changing configurations will rotate the control commands of the ⊗, ▣, △ and ◉ buttons.

VIBRATION

To activate the vibration function on your DUALSHOCK 2 analog controller, choose VIBRATION ON to feel the collision of a big hit.

SCHEDULE

View the schedules of each NFL team for the Season. Games can be simulated, but remember that simulating a game further down in the schedule will simulate all games prior to it as well.

MEMORY CARD (8MB) (FOR PLAYSTATION 2)

The MEMORY CARD (8MB) (for PlayStation 2) screen allows you to manage the files on your MEMORY CARD (8MB) (for PlayStation 2). See *Saving Data* on page 3 for more information.

NOTE: Make sure the MEMORY CARD (8MB) (for PlayStation 2) is in the correct slot. To change to a different slot, press the Up/Down Directional Buttons to MEMORY CARD Slot 1 then press the Left/Right Directional Buttons to select a different slot.

TO SAVE A FILE

Press the Up/Down Directional Buttons to the Save option.

Press the Left/Right Directional Buttons to select the type of game information to save and press ⊗.

Enter a name for the file and then press ⊗ to save the file.

TO LOAD A FILE

Press the Up/Down Directional Buttons to the Load option.

Press the Left/Right Directional Buttons to select the type of game information to load.

Press ⊗ to view the available files to load.

Press the Up/Down Directional Buttons to select a file and press ⊗ to load it.

TO DELETE A FILE

Press the Up/Down Directional Buttons to the Delete option and press ⊗ to view the available files.

Press the Up/Down Directional Buttons to select a file and press ▣.

Press the Up/Down Directional Buttons to select YES and press ⊗ to delete the file.

TO RENAME A FILE

Press the Up/Down Directional Buttons to the Rename option and press ⊗ to view the available files.

Press the Up/Down Directional Buttons to select a file and press ▣.

Press the Left/Right Directional Buttons to choose a character to modify and press the Up/Down Directional Buttons to change the character.

Press ⊗ to accept the file name.

PRESEASON

Use Preseason games to work your team into game shape. Knock the rust off and get ready for the full 16-game NFL Season. Preseason results cannot be recorded in Season standings and cannot be saved to the MEMORY CARD (8MB) (for PlayStation 2).

TEAM MATCHUP

Here's where you choose the teams for your game. Choose from this year's NFL teams or great All-Star and Super Bowl teams from the past.

Press the Up/Down Directional Buttons to select the Home or Away Team options.

Press L1 and R1 to toggle between team strengths that will help you decide on a team.

Press the Left/Right Directional Buttons to select a team. Press ◉ to bring up and toggle between great All-Star and Super Bowl teams.

FORECAST

Set the time of day and the weather conditions of the game. Games played in domed stadiums will not be affected by weather conditions. Set Random to ON to have the CPU choose a weather condition for you.

Press the Up/Down Directional Buttons to choose an option and then the Left/Right Directional Buttons to make a selection.

MODIFIED ROSTERS

If you have already altered team rosters in your pregame setup, keep Modified Roster set to ON to enable you to play your Preseason with all roster changes. To change the roster option:

Press the Up/Down Directional Buttons to choose an option and press ⊗.

OPTIONS

Select this option to customize the attributes of your game.

CHANGE STADIUM

Use Change Stadium to change the location of the game.
To change to a different stadium:

From Switch Stadium, press the Left/Right Directional Buttons to choose ON.

Press the Up/Down Directional Buttons to the city name option.

Press the Left/Right Directional Buttons to choose a stadium site.

Press ⊗ to accept your choice.

SELECT HOME JERSEY

Select the type of jersey each team will be wearing for the game.

CUSTOM PLAYBOOK

Load Playbooks created under the Play Editor mode for your offense and defense. Both Home and Away teams can load Playbooks.

Press the Up/Down Directional Buttons to select Home or Visitor Playbook.

Press ⊗ to load the selected Playbook.

FRONT OFFICE

Use the Front Office to do the work of the team's General Manager.

TEAM ROSTERS

View the roster breakdowns of each NFL team along with each player's profile. When viewing a player's abilities, the higher the number for ability attributes, the greater the total ability of the player.

Press the Up/Down Directional Buttons to scroll through the players and the Left/Right Directional Buttons to change categories.

Press ◉ to bring up a Player Popup Card, which describes the player's NFL experience, his contract figures and his physical makeup. Press ▣ to be able to change the player's name and then press ⊗ to edit it.

Salary

The salary of the player is important to keep in mind. If you want to make a trade or sign Free Agents, you must be able to fit them under the salary cap. Before making a trade, know the salaries of the players involved or your trade will be rejected.

Press ◉ to bring up Roster Overview to see how many players you have at each position.

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CREATE PLAYER

Create a player that can do it all or create yourself, using your name and physical attributes. Your player will move from the Combines to Training Camp where he can be placed on any team roster or into the Free Agent Pool.

NOTE: To create a player for the Free Agent Pool, press the Left/Right Directional Buttons from the TEAM option to select Free Agent Pool.

Press ◉ to activate the alphanumeric chart and enter a player name.

Use the Directional Buttons to choose a character or option and press ⊗ to enter it. To delete a character or space, press the Directional Buttons to select DELETE and press ⊗.

To complete your name, press the Directional Buttons to select DONE and press ⊗ to lock it in and deactivate the chart. Change a created player name by highlighting the name and pressing ◉ to start the naming process over. You must enter a first and last name to continue.

After naming your player, press the Up/Down Directional Buttons to make other selections, and then press the Left/Right Directional Buttons to make a change.

Press ⊗ to continue to the Player Attributes screen.

Press the Up/Down Directional Buttons to choose player attributes, and then press the Left/Right Directional Buttons to make a change.

Press ⊗ to continue to the Player Combine screen.

Player Combine

From the Player Combine screen, you have the chance to adjust your player's abilities in five categories (Running, Lower Body Strength, Upper Body Strength, Passing Accuracy, and Passing Strength). There are 120 total points that you can distribute among the abilities within the five categories. Each time an ability is increased, the total number of points decreases. For example, using 50 points in the Running category leaves you 70 for the rest. From a combine category:

Press the Left/Right Directional Buttons to choose a category.

Press the Up/Down Directional Buttons to select an ability, and then press the Left/Right Directional Buttons to change the ability level.

Press ⊗ when done to view your player's attributes.

Press ⊗ again and then press the Left/Right Directional buttons to select YES to create the player or NO to reject him.

SUPER PLAYER

Create a player with extreme abilities, one that contains the attributes of all of your favorite players (e.g., the speed of Terrell Davis). Develop a player without any weaknesses. Keep in mind that with each Pro-Bowl player attribute comes a high dollar salary figure. It is important to keep track of this due to your team's Salary Cap restriction. Follow the directions in *Create Player* on page 20 until you get to the Player Combine. From there:

Press the Up/Down Directional Buttons to select a player attribute, and then press the Left/Right Directional Buttons to choose a professional player's attribute.

Press ⊗ when done to view your player's attributes.

Press ⊗ again and then press the Left/Right Directional Buttons to select YES to create the player or NO to reject him.

DELETE PLAYER

Delete any player from the list of previously created players.

Press the Up/Down Directional Buttons to select a player and press ⊗.

Press the Left/Right Directional Buttons to select YES to delete the player or NO to cancel.

TRADE PLAYER

Attempted trades must be reasonable or they will be rejected by the league. Remember that you must have a minimum number of players at each position.

Press the Left/Right Directional Buttons to choose a team.

Press the Up/Down Directional Buttons to select a player to trade and press ⊗ to put him on the trading block. Make multiple player selections if you wish.

Press ◎ to change the team selection, and then press the Left/Right Directional Buttons to choose another team.

Press the Up/Down Directional Buttons to select a player and press ⊗ to put him on the trading block.

Press ◎ to move to MAKE TRADE and press ⊗.

Select YES from the pop-up box and press ⊗ to attempt the trade. If the trade has been rejected, make another offer.

DRAFT

Players are drafted at six positions (quarterbacks, running backs, receivers, linebackers, defensive linemen and defensive backs) for a total of six rounds. You can manually draft each position for every team, have the CPU hold the draft, or manually draft for a select number of teams and have the CPU finish the drafting process. At the end of each round, you can either continue or exit the draft by selecting an option and pressing ⊗.

NOTE: Senior players saved to the MEMORY CARD (8MB) (for PlayStation 2) from NCAA® GameBreaker™ 2001 (for PlayStation 2) can be drafted.

To manually draft from the Draft's main screen:

Press the Left/Right Directional Buttons to select a team.

Press ⊗ to add a team to the manual draft list. Add as many teams as you want. To delete a team from the manual draft list, press the Left/Right Direction Buttons to the desired team and press ⊗.

Press ◎ to select the Draft Players option and press ⊗.

Press ⊗ from CONTINUE to start the draft.

You will be drafting one player from each position. When a team you have selected for manual drafting comes up in the draft order:

Press the Left/Right Directional Buttons to choose a player position.

Press the Up/Down Directional Buttons to scroll through the players still available in the draft.

Press ⊗ to draft a player.

At the completion of each round, press ⊗ to continue the draft.

SIGN FREE AGENT OR RELEASE PLAYER

Sign a Free Agent from the Free Agent Pool or release a player from a team roster.

NOTE: There is a limit to the number of Free Agents that you can sign to a team. To make room on the roster for additional Free Agents, use the Release Player option. Remember to keep track of a team's Salary Cap restrictions.

Press the Up/Down Directional Buttons to select a player and press ⊗ to sign or release him.

RESET ROSTERS

Use this option to reset changes made to all NFL team rosters.

SEASON

A Season consists of 16-games. The goal of course is to win enough games to make it into the Playoffs and earn a trip to play in the Super Bowl. See *Pregame Setup* on page 10 for information on setting up a game.

SEASON TEAM

Choose a team for your Season. Under Options you can set up league realignment and turn the Salary Cap restriction ON/OFF. See *Salary Cap* below for more information.

Press the Left/Right Directional Buttons to select a team.

Press the Up/Down Directional Buttons to the team strengths option, and then press the the Left/Right Directional Buttons to toggle between them to help with selecting a team.

Press the Up/Down Directional Buttons to OPTIONS, and then press ⊗ to set the following Season options.

Press the Up/Down Directional Buttons to the team selection, and then press ⊗ to move to the Season Menu.

REALIGN LEAGUE

You have the opportunity to set up Divisions and Conferences with non-divisional opponents. Play exciting matchups within your Division by switching a weak opponent with a proven champion.

SALARY CAP

You can turn the Salary Cap restriction ON/OFF. Set to OFF, you can sign or trade for as many high-salaried players as you like. When making changes to your roster (trading players, signing free agents or releasing players), the team's Salary Cap figure will be shown on the setup screen. Any attempted player movement which results in this number being exceeded will be rejected.

SEASON MENU

This screen is used to set up each week's game. See *Preseason* on page 17 for descriptions of repeated game screen menu items (e.g., Setup, MEMORY CARD (8MB) (for PlayStation 2) and Front Office).

PLAY GAME

Press ⊗ from this option to begin the game.

SIMULATE WEEK

Use this option to simulate every game played in the league for that week. If a particular week's games are simulated, the results of that week's matchups will be posted.

Press ⊗ from this option to simulate games.

SEASON REPORT

Keep track of the team's schedule, its place in the standings and the individual leaders in the league.

TEAM SCHEDULE

View the schedule of any team. Look for upcoming matchups and the previous wins and loses of each team.

TEAM STANDINGS

View the Divisional standings of both the American and National Football Conferences.

PRO BOWL VOTING

The Pro Bowl voting is based on the Season you are playing. You can view the leaders of the Pro Bowl voting from both Conferences as the Season unfolds.

MVP AWARDS

View the Most Valuable Player voting for each week's game.

PLAYOFF REPORT

View the brackets of team parings for the Playoffs. Each round of the Playoffs will show the winner and final score of each game.

NOTE: Playoff games can be simulated.

INJURY REPORT

View the players that are injured for each team and the length of time they'll be out of action.

COACH'S REPORT

In General Manager mode, check the status of your coaching abilities.

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STATISTICS

View the team statistics throughout the league.

Press the Directional Buttons to scroll through each category.

TEAM LEADERS — OFFENSIVE AND DEFENSIVE

View the team leaders on offense and defense. Your Season team will be shown in blue.

NFL LEADERS

View the individual stats of the offensive and defensive leaders from around the league.

From this option, press the Left/Right Directional Buttons to choose a category.

Press ⊗ to view the NFL Leaders.

TEAM RANKINGS

View the team rankings of each NFL team in all major categories.

INDIVIDUAL

View the stats of each player from any team roster.

Press L1, L2, R1 or R2 to choose a team.

TOURNAMENT

A Tournament can be set up as an 8-team (two rounds plus a Tournament final) or 16-team (three rounds plus a Tournament final) competition.

TOURNAMENT SETUP

Choose a player number and create player names for each participant.

Press the Left/Right Directional Buttons to choose an 8 or 16-player Tournament format.

Press ◉ to move to Player Name and press the Up/Down Directional Buttons to select a CPU number.

Press ⊗ to activate the alphanumeric chart.

Use the Directional Buttons to choose a character or option and press ⊗ to enter it. To delete a character or space, press the Directional Buttons to select DEL and press ⊗.

To complete your name, press the Directional Buttons to select END and press ⊗ to lock it in and deactivate the chart. Change a created player name by highlighting the name and pressing ⊗ to start the naming process over.

Press ◉ to move to DONE and press ⊗.

Press ⊗ to start the selection process for the CPU teams. The CPU will randomly select teams for the CPU players.

Once the CPU finishes selecting teams for CPU player names, you select teams for your own player names. Press the Left/Right Directional Buttons to select a team and press ⊗.

When the selection process is complete, press ⊗ to continue.

BRACKETS

View the tree brackets of your Tournament. Tournament matchups can be simulated by highlighting a game bracket and pressing ◉.

To play a Tournament game, select a game bracket and press ⊗ to bring up the Controller Select screen.

TEAM STATS

Teams will be ranked 1-16 based on their stats for a particular category according to the number of teams in the Tournament.

Press the Left/Right Directional Buttons to change categories.

Press the Up/Down Directional Buttons to view teams.

INDIVIDUAL STATS

View the statistics of each player involved in the Tournament. Players will be listed based on productivity, or lack thereof.

Press L1, L2, R1 or R2 to choose a team.

Press the Left/Right Directional Buttons to change categories.

Press the Up/Down Directional Buttons to highlight players.

GENERAL MANAGER

General Manager mode gives you an opportunity to test your skills as a Coach and General Manager. You'll be able to control a team by making every important decision. Your responsibilities will include replacing retired players, resigning players with expired contracts, deciding which rookies will make the team, drafting players and Salary Cap management. Senior players saved to the MEMORY CARD (8MB) (for PlayStation 2) from NCAA® GameBreaker™ 2001 (for PlayStation 2) can be drafted.

At any time during the Season, your General Manager status will be evaluated. If your team does well, you'll be able to remain with the team. If your team has underachieved, you will get fired, however, you may be offered another opportunity by a different team.

NOTE: The college draft consists of only four rounds.

NFL GAMEDAY 2001

GM TEAM

Be the General Manager of your favorite team or take on the challenge of turning around a poorly run franchise.

Press the Left/Right Directional Buttons to choose a team.

Press L1, L2, R1 or R2 to change team strength categories.

Press ⊗ to bring up the alphanumeric chart and name your team.

Use the Directional Buttons to choose a character or option and press ⊗ to enter it. To delete a character or space, press the Directional Buttons to select DELETE and press ⊗.

To complete your name, press the Directional Buttons to select END and press ⊗ to lock it in and deactivate the chart.

Choose whether or not to bypass Preseason events and press ⊗ to enter the General Manager screen.

GENERAL MANAGER: YEAR 1

Use this screen to setup each week's game and keep track of the leagues statistical information and reports. See *Season Menu* on page 26 and *Front Office* on page 19 for more information on repeated menus.

PLAY EDITOR

Play Editor mode allows you to create custom offensive and defensive Playbooks for your team. You will be able to select plays from your team's Playbook and change the player assignments for each play. Once you select a play to customize, you will be able to select each player in the formation and then choose different assignments for him to run. Setup as many plays as can fit within the Playbook. Use your creativity and see if you have what it takes to draw up successful NFL plays.

CHOOSE PLAYBOOK

Choose a Playbook you would like to change by selecting a team.

Press the Left/Right Directional Buttons.

EDIT PLAYBOOK

Edit your Playbook by choosing a play and changing a player's responsibility.

Press the Left/Right Directional Buttons to choose a side of the ball.

Press the Left/Right Directional Buttons to choose a play to edit.

Press the Left/Right Directional Buttons to choose a player.

Press the Left/Right Directional Buttons to change the player route.

Repeat the previous steps for each player on the field.

RESET PLAYBOOK

Resetting a Playbook will reset any alteration of a team's Playbook to its original state.

PLAYING THE GAME

SETTING UP A PLAY

Once a team has received the ball, the Play Selection screen will appear. First choose the formation for the play.

Press the Left/Right Directional Buttons to cycle through the available formations.

Press an icon button to select a formation and bring up the play selections. To return to the formation selection, press the Up Directional Button or press △ from the play selection.

Once the formation is set, select the play. To flip the play and run a mirror image of that play, press R1. To return to the original play, press R1 again.

Press the Left/Right Directional Buttons to cycle through the available plays and press the associated icon button to choose a play.

OFFENSE

You can watch the computer take complete control of the play, or you can control the key players on the field.

You can call an audible to confuse the defense or run the no-huddle offense to catch them off guard. See *Game Controls* on page 4 for more information.

To run the no-huddle offense, after the play is over and the whistle is blown:

Press L2 + SELECT to run the last play your team ran.

NO-HUDDLE OFFENSE

Press L2 + SELECT to run the previous play for a No-Huddle Offense.

VIEW PASSING ICONS

Before the snap, press R1/L1 to draw back the camera and view the passing icons associated with each receiver.

SPIN MOVE

Break tackles, by pressing ◉ to perform a sweet spin.

PASSING

For advanced users, before the snap, press R1/L1 to draw back the camera and view the button symbols associated with each receiver.

After the snap, press ⊗ to show the button symbols, then press the button of the receiver you would like to throw to.

BULLET PASSES

For a bullet pass, press and hold a passing icon until the ball is thrown. The receiver will stop for the pass.

CATCH

Press △ to increase your chances of catching the ball in coverage.

KICKING GAME

Skill at kicking allows you the opportunity to put your team in good field position and keep the opposing team deep in their own territory. Hitting a last second field goal to win the game will also require kicking expertise.

Press ⊗ to bring up the power meter.

Press ⊗ again to kick the ball. The higher the strength bar, the stronger the kick. To try an onside kick, press ⊗ when the strength bar is at a low point on the power meter. To guide a kick, press the Left/Right Directional Buttons to angle your kick into the corners.

DEFENSE

As with offense, you can watch the computer take complete control of the play or you can control the key players on the field. The defense can also use an audible to match your team up with the offensive play calling.

On defense, you control the man in the blue square. To switch to the player closest to the ball carrier, press ◉. See *Game Controls* on page 4 for more information.

DEFENSIVE AUDIBLES

Call defensive audibles to counteract offensive formations by pressing ▣.

SHIFT DEFENSE

Press L2 + the Left/Right Directional Buttons to shift the defensive line.

HARD HITTER

Jar the ball loose with a huge hit and change the momentum of the game. Press L2 + ⊗ to throw a defensive shoulder charge.

CHEAP SHOT

Jam the wide receiver at the line of scrimmage and slow up his pass route by pressing R2 to throw a forearm shiver.

PAUSE MENU

Press the START button to pause the game and bring up the Pause Menu. Use the Pause Menu to change current game settings or to view game and player statistics.

Press the Directional Buttons to highlight an option and press ⊗.

VIEW GAME STATS

View the stats compiled by each team during the game.

Press the Left/Right Directional Buttons to view all categories of team stats.

Press the Down Directional Button to scroll through player stats.

Press the Left/Right Directional Buttons to view other stats.

CALL TIMEOUT

Each team receives three timeouts per half. The number of timeouts remaining will be shown.

SUBSTITUTIONS

Substitute a player from the bench for any player on the field. Offensive players switched to defensive positions will only be credited with offensive statistics.

Press the Directional Buttons to Defense/Offense. If you are playing on offense when you use substitutions, this option will be shown as OFFENSE.

Press the Up/Down Directional Buttons to Formation, and then press the Left/Right Directional Buttons to choose a formation.

Press the Up/Down Directional Buttons to Position, and then press the Left/Right Directional Buttons to choose a position.

Press the Up/Down Directional Buttons to the player name, and then press the Left/Right Directional Buttons to change a player.

Press △ to return to the game.

NOTE: Sub All Forms will place the highlighted player in all appropriate positions. Auto-sub allows the CPU to automatically substitute players for you.

CUSTOMIZE GAME

Use Customize Game attributes to alter the game difficulty level and attributes.

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NFL GAMEDAY 2001

INSTANT REPLAY

Gives you a second chance to view the latest play.

CAMERA OPTIONS

Choose from a variety of camera angles to view your game.

Press the Directional Buttons to select the camera angle and press ⊗.

CHOOSE AUDIBLES

Set three audible plays on offense and defense by pressing the icons on your controller that correspond to the icons of the play.

Choose a play to change by pressing the corresponding icon.

Press the Left/Right Directional Buttons to select a formation for the new play and press the corresponding icon.

Press the Left/Right Directional Buttons to select a new play and press the corresponding icon.

Press △ to accept audible changes and return to the game.

QUIT GAME

Quit the game and return to the main menu.

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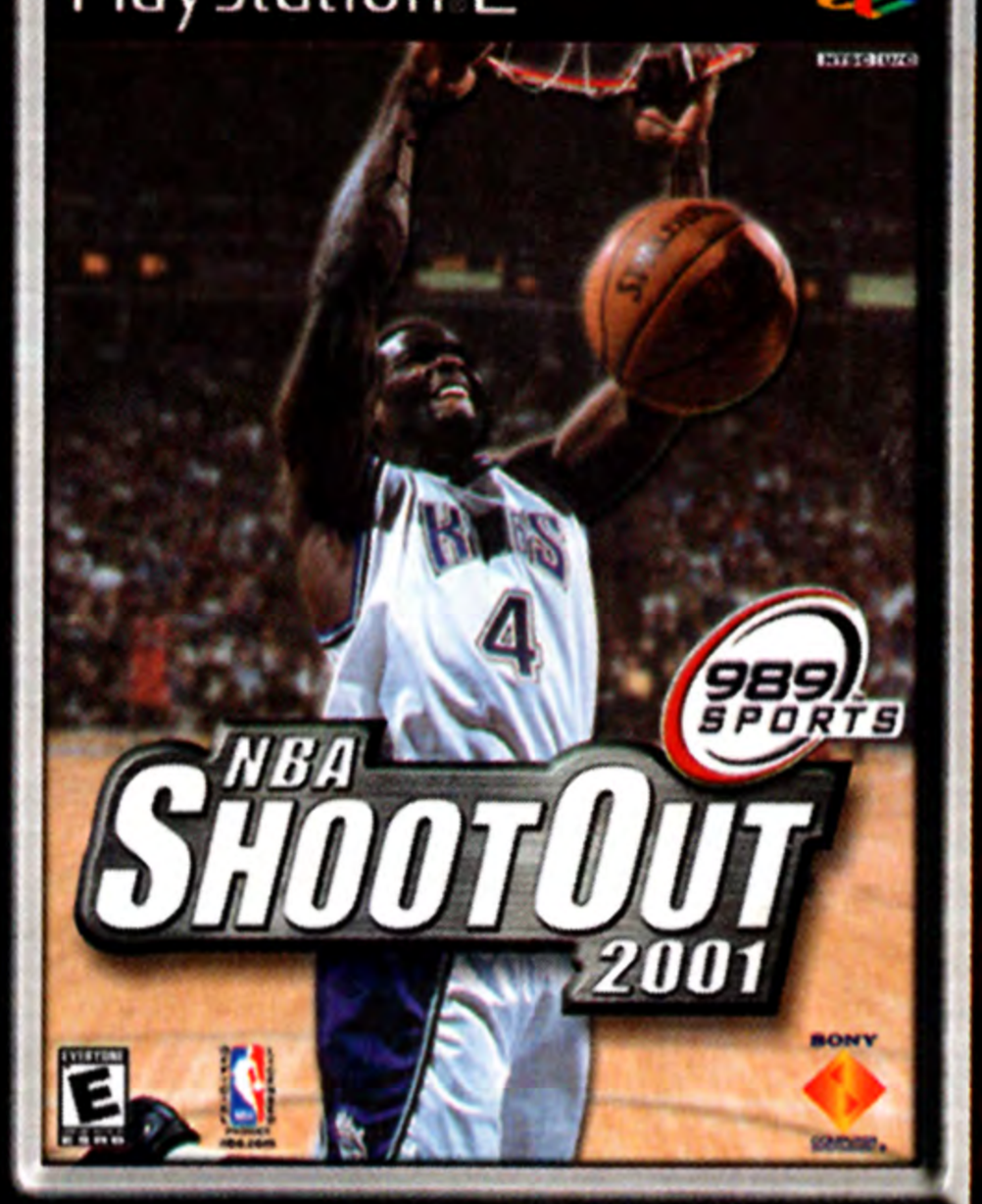

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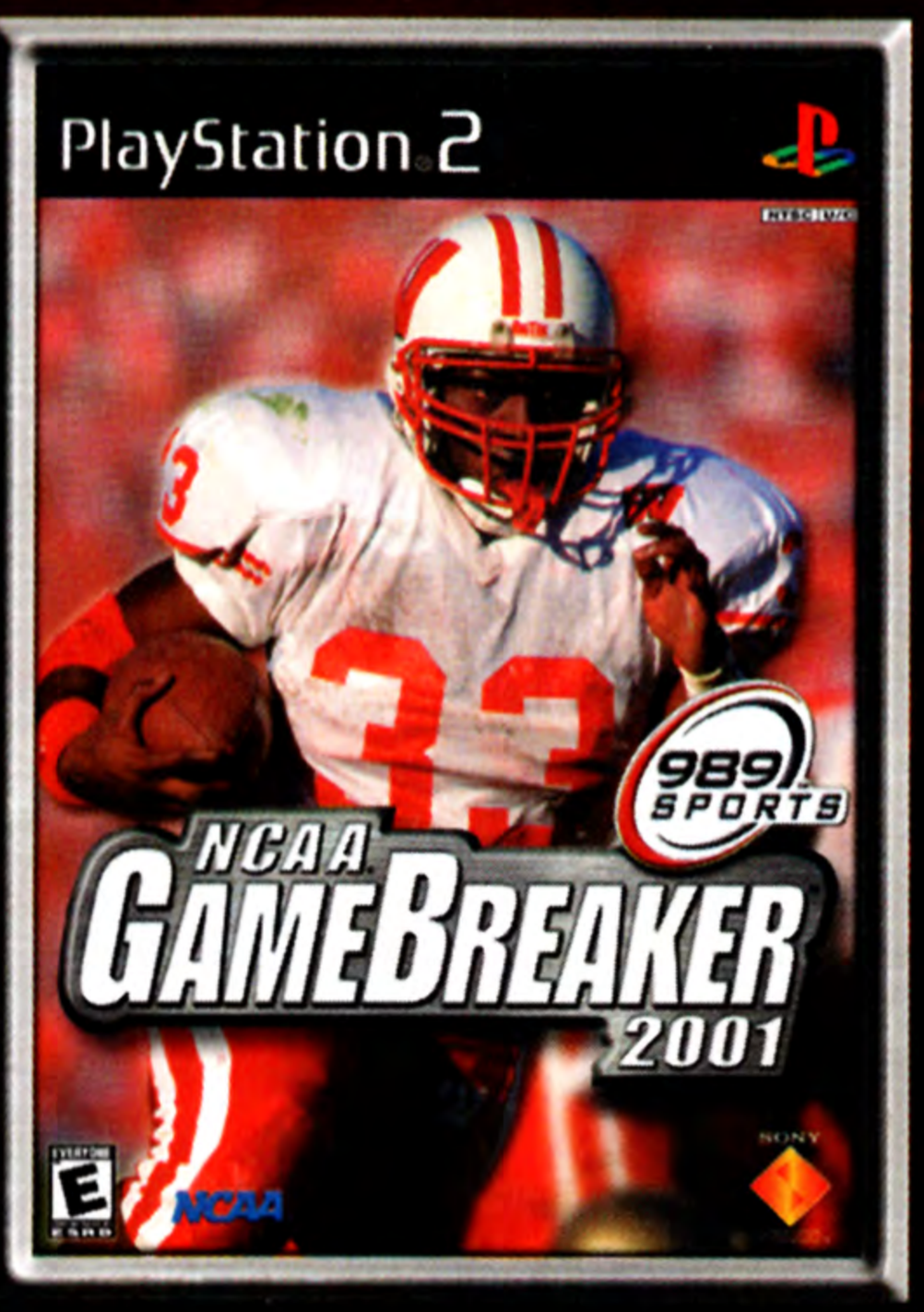

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